

ALONE IN THE DARK 2

TM



A New Virtual Mystery Starring Edward Carnby





TABLE OF CONTENTS

Configuration	1
Installation, Updating and Starting Under Windows	1
Installation, Updating And Starting Under DOS	2
Protection.....	3
Introduction, Game Objective.....	3
Main Menu	4
Moving the Character	4
The Options Screen.....	5
Character Actions and Using Items	5
Combat.....	6
Saving, Loading and Parameters	7
Troubleshooting Guide	8



- An IBM PC 386 DX or 100% compatible computer.
- 25 Mhz minimum or faster recommended.
- 2 MB RAM - More than 560 KB available for executable program required.
- 256 KB EMS (Expanded Memory Specification).
- VGA 256-color graphic mode.
- Hard disk needed (14 MB free required).
- Mouse and corresponding mouse driver.

OPTIONAL

- Sound cards: Sound Blaster and 100% compatible, The Sound Source, AdLib and compatible.
- Microsoft WINDOWS 3.1 or higher.

INSTALLATION, UPDATING AND STARTING UNDER WINDOWS

Installation Under Windows

- Be sure to install your sound card before installing Alone in the Dark 2.
- Switch on the computer and boot the DOS.
- Insert the Disk #1 into your disk drive (in this example we are assuming the disk drive is A).
- Load the WINDOWS program if necessary.
- In the Program Manager screen, click onto FILE. Next, click onto the RUN option.
- The RUN dialogue box is now open, with the cursor flashing in the Command Line input field. Type A:\WINSTALL, then click onto the OK button.
- The installation box displays 4 icons:

Languages: To change the current language.

Options: To access the installation options.

Install: To start the installation.

Exit: To exit the installation.

- When installation is completed, an ALONE IN THE DARK 2 program group (or window) appears on the Program Manager screen.



Updating—Configuration Change Under Windows

You can change a number of game parameters (language, sound card).

- In the Program Manager screen, click on the ALONE IN THE DARK 2 window.
- Next double-click on the Update icon.
- After modifying the parameters in the Options icon, click on the Update icon to validate the changes.

Starting the Program Under Windows

- Double-click on the ALONE IN THE DARK 2 window in the Program Manager screen, then double-click on the ALONE IN THE DARK 2 icon.

INSTALLATION, UPDATING AND STARTING UNDER DOS

Installation Under DOS

- Switch on the computer and boot the DOS.
- Insert the Disk #1 into your disk drive (in this example we are assuming the disk drive is A).
- At the C:\> prompt, type in A:\INSTALL and press RETURN.
- The installation box displays 4 icons:
 - Languages:** To change the current language.
 - Options:** To access the installation options.
 - Install:** To start the installation.
 - Exit:** To exit the installation.

Updating—Configuration Change Under DOS

You can change a number of game parameters (language, sound card).

- At the DOS prompt C:\>, place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD\INDARK2). Type INSTALL and press RETURN. After modifying the parameters in the Options icon, click on the Update icon to validate the changes.

Starting the Program Under DOS

- Place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INDARK2) and press RETURN.
- Type in AITD2 and press RETURN.



PROTECTION

Take the playing cards. Following the instructions given on the screen, cover one card with another, going by the figure printed on the top half (e.g. Jack of Spades over Queen of Hearts...). With the cut-out squares of the top card, you will discover certain figures printed on the bottom card. Then all you have to do is answer the question displayed on the screen concerning the value and the suit of one of the figures in the windows, depending on the rank or file in which it is positioned.

For example:

If you place the Queen of Clubs on the Ten of Spades, the figure appearing in the first window of the first rank is a red Heart.

F1..... Spade **F3** Diamond **F5**..... Nothing **F7**..... Green **F9** Purple
F2..... Heart **F4** Club **F6**..... Yellow **F8**..... Blue **F10** Red or Orange

INTRODUCTION, GAME OBJECTIVE

You are Detective Edward Carnby, and your reputation as a sleuth drawn to the dark side has made you famous. Your life has become very comfortable and while you could continue to relax in your plush office, you yearn for adventure...

Suddenly you receive a call for help from an old friend, Ted Striker. A little girl, Grace Saunders, was recently kidnapped on her way home from school. This child is the heiress to a vast fortune and her grieving parents are prepared to pay any ransom demanded. It is almost certain that she is being held captive in an old mansion known as Hell's Kitchen, the headquarters of One Eyed Jack — ruthless leader of underworld crime — and his gang of bootleggers.

Grabbing your coat as you head out the door, you briefly consider the dangers ahead of you — bloodthirsty gangsters, murderous pirates and vicious smugglers. "That little girl needs my help if she's going to get out alive," you remind yourself as you plunge into the night... alone and in the dark, again.



MAIN MENU

The main menu offers three options:

Begin A New Game

- To start a game, select this option, then confirm by pressing RETURN.

Resume A Saved Game

- Press RETURN to access a table of saved files.
- Use the arrows to choose the desired file, then press RETURN to confirm your selection.

Return to DOS/WINDOWS

- If you select this option, you will be returned to DOS or to WINDOWS.

MOVING THE CHARACTER

The character can be moved in any direction, using the arrow keys.

The movements are exclusively controlled by the arrow keys on the keyboard.

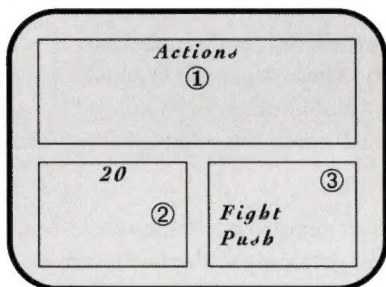
- ↑ to move forward
- ↓ to move backwards
- ← to turn left
- to turn right

You can make the character run: when the character is walking, release the ↑ key, then quickly press it again.



THE OPTIONS SCREEN

To carry out certain specific actions and to use any objects you have found during play, you must switch to the Options screen: press the I key (Inventory) or RETURN. The following screen will then be displayed:



Window 1: At the top of the screen, contains the items you have found.

Window 2: At the bottom left of the screen, shows either your character with Life Points, or a selected item and any available reloads or cartridges.

Window 3: The bottom right window, number 3, offers a choice of actions available either to the character or which can be done with the selected item.

If you wish to carry out a specific action or use an item, select the "Actions" option or the item in your possession, using the arrow keys. Then press RETURN to confirm. You will then be switched to Window 3. Use the ↑ and ↓ arrow keys to choose an action or function. To confirm your choice, press RETURN.

CHARACTER ACTIONS AND USING ITEMS

Actions

You can perform certain actions whenever you wish: Fight or Push. Other actions are directly linked to items in your possession (see "Using Items").

Fight: Press the SPACE bar and keep it pressed. Your character is ready to attack. By pressing the ← or → keys, your character will throw a punch with either his left or right fist. Press the ↑ arrow to butt and the ↓ arrow to kick. Remember to maintain both the SPACE bar and the relevant arrow pressed down as you punch.

Push: To move a large object or a piece of furniture, keep the SPACE bar pressed and use the appropriate directional arrow.

When you have selected one of these actions in the Options screen, you will be returned to the game and can then carry out the chosen action.



Using Items

Taking an item

If your character is beside an item, then a window will be displayed, asking whether or not you wish to take the item.

Using an item

To use an item in your possession, select it from the list (see the chapter concerning the Options screen). Then select the desired function (Reload, Eat, Drop, Throw,...) and confirm in Window 3. When you return to the game, a message will confirm the requested action.

Other useful keys

S: Activates/Deactivates sound effects without going to the Parameter screen.

M: Activates/Deactivates the music without going to the Parameter screen.

P: Pause

I or Return: Gives you access to the Inventory screen (see the Options Screen).

COMBAT

Your character can fight with both hands and feet or use a weapon.

Hand-to-Hand Fighting

Select the Fight option in the "Actions" command. Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** Punch with the left hand.
- **Right arrow:** Punch with the right hand.
- **Up arrow:** Butt.
- **Down arrow:** Kick.

Keep both the SPACE bar and the arrow key pressed long enough for the blow to be delivered correctly.

Fighting with Fire-Arms

In the Option screen, choose the gun your character will fire, then select the "Use" option. Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** Direct the gun towards the left.
- **Right arrow:** Direct the gun towards the right.
- **Up or Down arrow:** Fire.



Fighting With A Cutting or Thrusting Weapon

Watch out! There are many items that you can use as a thrusting weapon.

Choose the weapon your character will fight with, then select the "Use" option.

Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** Thrust from left to right.
- **Right arrow:** Thrust from right to left.
- **Up arrow:** Thrust from low to high or straight forward.
- **Down arrow:** Thrust from low to high.

SAVING, LOADING AND PARAMETERS

RETURN TO GAME
SAVE
RESUME SAVED GAME
MUSIC OFF
SOUND EFFECTS ON
DETAIL LEVEL HIGH
QUIT

Press the ESC key to access the Parameters screen:

Save

Move the cursor to the line of your choice, using the ↑ and ↓ arrows. Type in the name of your saved game and confirm by pressing RETURN.

Resume a Saved Game

Use the ↑ and ↓ arrows to select a file, then press RETURN to confirm your choice.

Detail Level: Low/High

This function allows you to select either standard or low graphic detail level, and thus modify the game speed.

Quit

You will return to the main menu.

HOW TO START PLAYING *(Excerpt from Carnby's Notebook)*

I entered Hell's Kitchen with quite a bang. I had to use a small but powerful bomb to blast through a back door. Going along a corridor, I got as far as a bench when two gangsters (alerted by the explosion) appeared on the scene. The formalities didn't last long. After a quick succession of rapid fire, I was the only one left standing. I leaned on the bench to rest, and found that by pushing on it, a secret passage between the surrounding hedges opened. As I entered the passageway, there was no way I could have known what lay before me. This adventure was just beginning



TROUBLESHOOTING GUIDE

Problem: The Program Doesn't Load Properly

- ✓ Did you install ALONE IN THE DARK 2 onto your hard disk?
(See Installation, Updating and Starting.)
- ✓ Does your computer meet all the requirements listed under Configuration?
- ✓ Do you have any unusual peripherals hooked up to your computer? Try disconnecting any unnecessary peripherals, rebooting the computer and reloading the program.

Problem: The Message "Read Error" Appears When the Game is Installed

- ✓ Have you inserted the correct diskette into the disk drive? The diskette sequence is important for correct installation.
- You can try and copy the diskettes without using the installation program. To do so, go to the directory in which you wish to install ALONE IN THE DARK 2, insert the diskette with which the error message appeared and type COPY A:*. * (or B:*. *) and RETURN.

Example: To copy Disk #3 into directory INDARK2 from disk drive A. Insert diskette #3 into disk drive A. At the DOS prompt, type CD\INDARK2 followed by RETURN, then type COPY A:*. * and RETURN.

Problem: The "Not Enough DOS Memory" is Displayed

- ✓ Do you have Terminate and Stay Resident (TSR) programs in RAM?
- Examples of TSRs are calculators, clocks, Microsoft WINDOWS. TSRs are sometimes automatically loaded by your computer through the AUTOEXEC.BAT file, when you boot your machine. If you're using TSRs, you may have to start up your computer by loading DOS from an original DOS system disk or you can remove the TSRs from your AUTOEXEC.BAT file. Please refer to computer's user manual for complete details about TSR programs as well as the AUTOEXEC.BAT and CONFIG.SYS files.
- ✓ Do you really have more than 560 KB of free memory and 256 KB of EMS?
- To check, run the MEM utility. This program will tell you how many bytes you have available in your RAM to execute programs and in your EMS.
- If you have less than 560 KB available after loading DOS and/or WINDOWS, follow the procedure on the next page to create a minimal BOOT diskette:

**Step 1:**

- Take a blank diskette compatible with your disk drive.
- Type C: and press RETURN.
- Insert the blank diskette into drive A and type FORMAT A:/S followed by RETURN.
- When formatting is complete, the computer will ask you if you wish to format another diskette. Answer NO and press RETURN. You now have a minimal BOOT diskette.

Step 2:

- Copy the files MOUSE.COM (if you're using a mouse), KEYBOARD.SYS and KEYB.COM that should be in your DOS directory of your hard disk.

Step 3:

- Create an AUTOEXEC.BAT file. Type A: and press RETURN.
- Type COPY CON AUTOEXEC.BAT followed by RETURN.
- Type PROMPT \$P\$G followed by RETURN.
- Type MOUSE followed by RETURN (if you're using the mouse).
- Press function key F6 and RETURN.

Step 4:

- Switch off your computer, then switch it on again leaving the minimal BOOT diskette in the disk drive. The computer will start up using the diskette and free the maximum amount of memory possible.
- Try to install and load the game a second time using the procedure specified in the section Installation, Updating and Starting.

Problem: The "Not Enough EMS" Message Is Displayed

- If you do not have 256 KB of EMS, make sure that the program EMM386.EXE is in the DOS directory and add the following line in the CONFIG.SYS file: DEVICE=C:\DOS\EMM386.EXE RAM

SOFTWARE PIRACY

Please do not make illegal copies of this software.

The software you are using was produced through the efforts of enthusiastic people: designers, artists, musicians, programmers, distributors and retailers. The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

If you purchased this software, I-Motion would like to thank you and remind you that lawful users are permitted to make one backup copy of this software for archival purposes only. Any other duplication of this software, including copies offered through sale, loan, rent or gift, is a violation of law.



TECHNICAL SUPPORT

If you are having problems getting the game to function properly, you can call Customer Service between 9:00 AM and 5:00 PM (Pacific Standard Time) at 310-576-1885.

HINTLINE AND BBS LINE

If you need a game play hint, you can reach the Hintline at 1-900-88-IMOTION (900-884-6684). You must have a touchtone phone to use this service. The Hintline is open 24 hours a day. The charge is \$1.25 the first minute; 85 cents each additional minute. All long distance charges are included in these prices. Callers under the age of 18 must get their parent's permission before calling this hintline.

You can also contact us through our Bulletin Board Service (modem required) by calling 1-900-45-IMOTION (900-454-6684).

You can also get hints by writing I•Motion, Inc. at the customer support address: 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401.

For further sales or product information, please call 1-800-44-3DFUN (1-800-443-3386).

CREDITS

An Infogrames Production

Producer:

Bruno Bonnell

Director

Franck De Girolami

First Assistant:

Vincent Terraillon

Cutting

Laurent Paret,
Christophe Nazaret,
Patrice Ponce

Production Designer

Patrick Charpenet

Modeling 3D**& Animations:**

Jean-Marie Nazaret,
Frédérique Bourgain

Sets Designers:

Frédérique Nantermet,
Sylvie Silvy,
Jean-Christophe Blanc

Roughman:

Thomas Chanel

Flashback:

Daniel Balage

Designers:

Josiane Girard,
Christophe Anton

Screenplay:

Hubert Chardot

Adapted By:

Frederic Cornet,
Christian Nabais

**Original Score
& Sound Effects**
Jean-Luc Escalant

Publishing

Edith Protiere,
Olivier Robin

Translations

Beate Reiter Vialle

Special Thanks To

Eric Mottet,
Olivier Goulay,
Jean-Marie Boussard,
Greg Call,
Camille Gelloz

